elements are arranged over the at least two display layers thereby controlling the way in which overlapping portions of display elements on different display layers are displayed.

[0062] Preferably, the colours of at least the overlapping portion of the first and second display elements are adjusted on a pixel-by-pixel basis.

[0063] In a third aspect, the invention consists in a method of user manipulation of display elements in a multi-layer display system including at least two overlapping display layers comprising the steps of:

[0064] i) providing a user interface having a visual representation of all of the display layers and symbols representing the display elements on each display layer,

[0065] ii) allowing a user to select a symbol in the interface representing a display element on a particular display layer,

[0066] iii) allowing the user to manipulate at least one property of the selected symbol, and

[0067] iv) adjusting at least one property of the display element represented by the selected and manipulated symbol in accordance with the result of the manipulation of the at least one property carried out on the selected symbol.

[0068] Preferably, the at least one property of the symbol manipulatable by a user includes the symbol's position in its present display layer, the display layer in which the symbol is positioned, whether the display element is active and the order of the display element within its display layer.

[0069] Preferably, the step of allowing a user to select a symbol results in the production of a display element selection identifier which identifies the particular display element to be manipulated.

[0070] Preferably, the movement of the selected symbol to a destination representation of a display layer in the user interface results in the production of a display layer selection identifier which identifies the destination layer to which the display element, represented by the selected symbol, is to be transferred.

[0071] Preferably, the user interface is provided in a particular display layer and is a miniaturised two dimensional representation of the display layers and display elements.

[0072] Preferably, the user interface is provided in the same display layer that a mouse pointer, movable by the user of the display system, is provided.

[0073] Preferably, the visual representation of the at least two overlapped display layers are shown side by side with no overlap.

[0074] Preferably, movement of a display element's symbol from the visual representation of a first display layer to a visual representation of a second display layer causes the display element represented by the symbol to move from the first display layer to the second display layer.

[0075] Preferably, the position of a symbol within a visual representation of a particular display layer corresponds to the position of the display element, represented by the symbol, within the particular display layer.

[0076] Preferably, the method of user manipulation also includes the display control method according to the first aspect.

[0077] In a fourth aspect, the invention consists in a multi-layer display system comprising:

[0078] at least two overlapping display layers each of which are adapted to depict display elements thereon,

[0079] a user interface having a visual representation of all of the display layers and symbols representing the display elements on each display layer,

[0080] means to allow a user to select a symbol in the interface representing a display element on a particular display layer,

[0081] means to allow the user to manipulate at least one property of the selected symbol, and

[0082] means for adjusting at least one property of the display element represented by the selected and manipulated symbol in accordance with the result of the manipulation of the at least one property carried out on the selected symbol.

[0083] Preferably, the at least one property of the symbol manipulatable by a user includes the symbol's position in its present display layer, the display layer in which the symbol is positioned, whether the display element is active and the order of the display element within its display layer.

[0084] Preferably, the selection of a symbol in the user interface results in the production of a display element selection identifier which identifies the particular display element to be manipulated.

[0085] Preferably, the movement of the selected symbol to a destination representation of a display layer in the user interface results in the production of a display layer selection identifier which identifies the destination layer to which the display element, represented by the selected symbol, is to be transferred.

[0086] Preferably, the user interface is provided in a particular display layer and is a miniaturised two dimensional representation of the display layers and display elements.

[0087] Preferably, the user interface is provided in the same display layer that a mouse pointer, movable by the user of the display system, is provided.

[0088] Preferably, the visual representation of the at least two overlapped display layers are shown side by side with no overlap.

[0089] Preferably, movement of a display element's symbol from the visual representation of a first display layer to a visual representation of a second display layer causes the display element represented by the symbol to move from the first display layer to the second display layer.

[0090] Preferably, the position of a symbol within a visual representation of a particular display layer corresponds to the position of the display element, represented by the symbol, within the particular display layer.

[0091] Preferably, a display controller in accordance with the second aspect is also provided.